SNS-XC-USA

MALIBU GAMES

5016 N. Parkway Calabasas,
Suite 100, Calabasas, CA 91302

TOTAL CARNAGE™ is a Trademark of and Licensed from Midway® Manufacturing Company.
© 1992 All Rights Reserved – Used by Permission.
MALIBU GAMES™ and T•HQ, INC.™ are registered trademarks of T•HQ, Inc. © 1993 T•HQ, Inc.

Printed in Japan

TOTAL CARNAGE

Instruction Manual

SUPER NINTENDO ENTERTAINMENT SYSTEM

For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM®. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

MISSION OUTLINE

TOTAL CARNAGE™

SECRET COMBAT INFORMATION - **A3-CLASSIFIED** DOOMSDAY SQUAD MEMBERS ONLY

BASIC TRAINING:

MISSION BRIEFING 2
FIELD MAP 4
BATTLE INITIATION 5
TACTICAL CONTROLS.....6
WEAPON SYSTEMS 8
FIELD GEAR.....9

COMBAT MISSIONS:

ALPHA MISSION 10
BAKER MISSION 12
CANDLESTICK MAKER MISSION 14

RECON OPERATIONS:

STRATEGIC ASSISTANCE.....16
LIMITED WARRANTY 17

TOP SECRET

MISSION BRIEFING

You made it this far, Roadkill – if you have any second thoughts, you'd better go A.W.O.L.[1] now! Things are gonna get real hot, real fast...

The war of 1999 left the country of Kookistan a mess – hundreds of reporters and other civilians swarmed there to document and examine the aftermath... and disappeared!

Out of nowhere, crazy, power-mad General Akhboob[2] became the sole military power in Kookistan by creating his own army of mutants from the radioactive goo produced in his bio-nuclear generators[3]. With his endless supply of mutant forces and the hostages in his possession, Akhboob stands ready to wreak devastation upon the entire globe.

Only two men are brave enough, strong enough, and simple-minded enough to take on Akhboob's army: Captain Carnage and Major Mayhem – the Doomsday Squad. Routinely selected for the most dangerous missions our government encounters, this will be the D.D. Squad's toughest challenge yet! You are in charge of the 21st century's most dangerous (and smallest) fighting battalion – your directives: get the hostages out and disable Akhboob's forces – your classification: expendable!

MISSION BRIEFING

SHHH!

That means you need to take the mutants out before they take your men out! Guide Carnage and Mayhem through Akhboob's awesome array of defenses to get inside his stronghold and go after the General himself. Fortunately, these two men don't know the meaning of the word 'fear'. Unfortunately, they don't know the meaning of a lot of other words either, so they're counting on your leadership to bring them home safely and to free the world from Akhboob and his bio-nuke nightmares!

Good luck, Commander – the fate (if not the confidence) of the world rests on your shoulders. Normal procedure is to advise progress with extreme caution; however, in this instance your squad has been authorized to proceed with extreme disregard for their own safety.

Your mission has been designated **TOTAL CARNAGE™**. You are now authorized to begin detailed basic training...

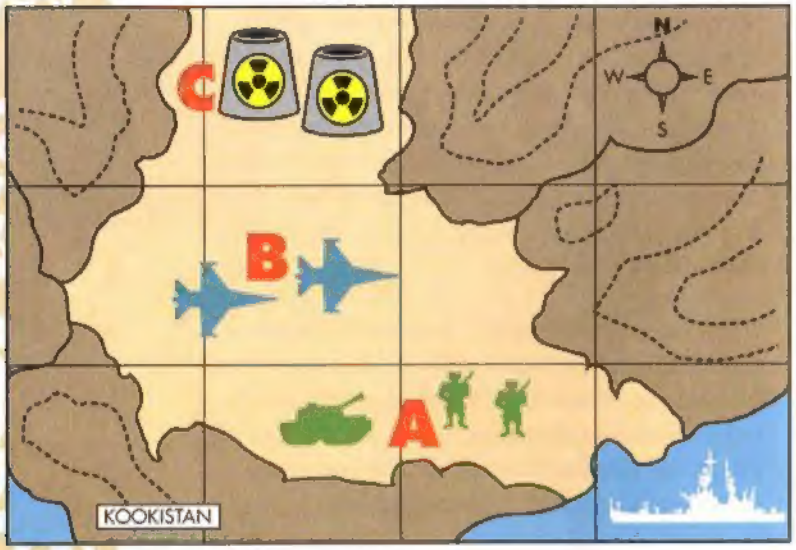
[1] Military jargon for Absent While Ordering Liver.

[2] Although little is known about his personal history, Myron Farley Akhboob is believed to have been left out of work when the Kookistan Burger Barn & Bait Shop closed down.

[3] Bio-Nuclear Generators were created by Akhboob himself when he accidentally knocked his lava lamp into a barrel of sweet gherkin pickles. The rest is history.

MISSION BRIEFING

This is the battle plan for your missions:



A [Alpha Mission]
Engage ground troops and rescue hostages

B [Baker Mission]
Cross airfield and eliminate key targets

C [CandlestickMaker Mission]
Neutralize Akhboob's ability to create mutant troops and defeat the General himself

D [Delta Mission]
Pick up some milk on the way back to base

BATTLE INITIATION

we have not yet begun to fight...

1. Deactivate power to your Super Nintendo Entertainment System (SNES-16B).

2. Insert game pak into proper receptacle (military intelligence advises removal of protective box and wrapping prior to insertion).

3. Attach SNES controllers in both ports (for two-commander action) or in either port (for one-commander action) or in neither port (for very little action).

4. Re-engage power to SNES unit. Little red light (LRL-3) will come on.

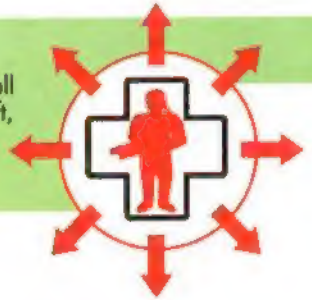
5. Depress START Button to initiate battle sequence.

6. Remember, this mission is considered TOP SECRET (LEV.3A-SHH); if you are captured by enemy forces, you are required to eat this manual.

TACTICAL CONTROLS

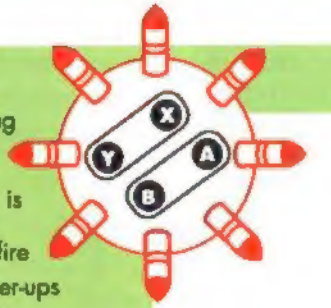
In these battles, you control either Captain Carnage (controller 1) or Major Mayhem (controller 2). Two commanding officers can also direct both characters for simultaneous mutant-mashing havoc. Both characters have the same controls and capabilities.

Control Pad
moves the character in all directions: up, down, left, right, diagonally



ABXY Button Array
controls direction of firing for current weapon, regardless of which direction your character is moving or facing; hold buttons down for rapid fire

CAUTION: weapon power-ups have limited ammunition



L or R Button
drop and prime a time bomb or summon an air-to-surface missile strike if you are close to a major target

Control Pad
movement control

ABXY
fire control

Start Button
start game from either control pad, join game already in progress, or pause current game

WEAPON SYSTEMS

Machine Gun [AUG-47 RF]
high-grade, rapid fire assault rifle

Grenade Launcher [LOB-BM 22]
arcs grenades through the air in front of player - grenades cause no damage until they impact

Rocket Launcher [BG-BNG 1]
rapid-fires anti-mutant rockets – R-7G goggles recommended for protection from red glare

Plasma Machine Gun [PBM-42 R]
fires plasma rounds in rapid succession – player automatically starts a new life with this weapon, but it may also be found on the battlefield

Flame Throwers [F451-R & F451-HG]
standard-issue flame throwers output focused red flames; broiler models output wide-range blue flame of higher temperature and greater destructive force

Spray-Fire Rifle [90° PSST]
the ultimate quadrant defense system - outputs rapid fire in a 90 degree fan around the player

Defensive Blade [SHRKN-AP]
spins around the player preventing direct physical assault by enemy ground forces

Smart Bomb [IQ-BMB]
total destructive weapon - neutralizes all on-screen enemies [assuming it is not a dud]

FIELD GEAR

Personnel Shield [PBLK-4]
high-power shield withstands normal attacks for a short period - shield flickers red before failing

Time Bomb [TK-TOK13]
can be collected on battlefield and placed in front of vehicles or enemies – has 2-second fuse

Auto-Bomb [AU-MN2]
automatically releases a trail of mines following your character – mines detonate in 2 seconds

Running Shoes [AIR-NK3]
increase running speed of character

Dog Tag [GI ID 3]
pick up to gain an extra life

Key [K3]
can be collected to allow access to special sections within the game

Flags & Gemstones [STUFF]
collect items for bonus points

NOTE: Weapons power-ups are effective for a limited number of shots. After running out of ammunition, character will automatically revert to standard field-issue rifle. Defense shields and running shoes are effective for a limited time; once exhausted, character reverts to being a sitting duck.

ENGAGE GROUND FORCES:

Your troops will be set ashore at Kookistan Bay and you must work your way North-North-Westwardly through rough terrain. Expect heavy resistance from ground troops – surveillance photos indicate large numbers of mutant soldiers, machine gun nests, and light attack vehicles. Be alert for barrels of Akhboob's toxic by-products – they are likely to be highly unstable. We have uncorroborated reports of mutant demons forming spontaneously from puddles of green, glowing radioactive ooze.

Collect weapons and field gear and learn how to use them. Stock up on bombs – you will need them later. Civilian hostages are being held in many locations throughout the country – rescue them for bonus points.

Successful completion of Alpha Mission entails dealing with anti-hero tank and Orcus, the baddest, ugliest boss you'll ever want to see! Orcus is a huge mutant cyborg – hideous by even Akhboob's low standards! He is armed (literally) with machine guns, heat-seeking missiles, forked tongues, butane breath, and the stubbornness to keep attacking you after he's half blown away! Defeat Orcus and you have earned the right to proceed to your next mission.

KNOW YOUR ENEMY:

Do not allow enemies to get close to you.

Mutant soldiers will shoot at you and beat you senseless with their weapons.

Demons will dice you with their axes.

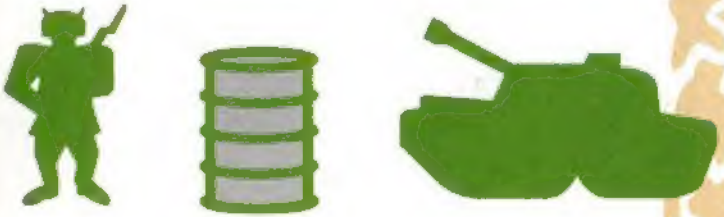
Mr. Butane will cook your goose.

Your standard rifle is pretty puny compared to a tank.

Orcus will stomp on your head.

Watch where you step – enemy mines can be hazardous to your health.

And you thought the first mission was going to be easy.



DISABLE ENEMY AIR FORCE:

The Doomsday Squad is getting closer to the General's base – mutant defenses will be getting much tighter. From your current position, you must make your way along the main supply road towards Akhboob's air fields. This road is heavily travelled by Armored Personnel Vehicles (APV-6) and SCUD missile carriers, and may occasionally be strafed by enemy jets with heat-seeking missiles. Apply time bombs liberally. Hostages and weapons may be found along the sides of the road or hidden amongst trees.

Once your squad reaches the air field, you must defend yourself from attacking ground troops while attempting to destroy Akhboob's air superiority. Allied air support will offer what assistance it can; if you can get close to enemy jets, press the L or R Button to lay a tracer beam for an allied missile barrage to follow and destroy your target. Calling a missile strike will use one of your collected time bombs, but the sheer destructive force is far greater, and there is no other way to dispatch jets or other large targets. It will not always be possible to summon air strikes, but keep them in mind when facing strong tactical opposition.

FACE MASSIVE RESISTANCE!

The quickest way to disable ground vehicles is to place a bomb in front of them – collect as many time bombs and auto bombs as you can, and don't be afraid to use them.

If you must face vehicles with personnel weaponry, aim for the turrets of APVs before inflicting damage on the main vehicle. On SCUD carriers, direct fire at the missile itself. Don't bother attacking flying jets; you will be busy enough dealing with heat-seeking missiles (here's a hot tip: you're the heat, Dogface).

Occasionally when a vehicle has been disabled, troops will jump out to attack you – act quickly or be cut down in your tracks.

Look both ways before crossing the street.

PENETRATE MILITARY STRONGHOLD:

As your squad gets closer to the General, you will come up against more (and more unusual) mutant creations. Giant spiders and flying, goo-spewing Hueys have been spotted patrolling this area.

Military reconnaissance indicates Akhboob is operating his bio-nuclear generators within a "Baby Milk Factory." You must smash through defenses and gain entrance to this facility to pinpoint the location of these mutant-making machines and call air strikes to destroy them.

Low-level sensor sweeps of the area have detected large stockpiles of conventional and neutron bombs – disarm any explosives that are thrown at you. You may also encounter electronic mines, robot minelayers, and high-voltage fences. And only Akhboob knows what creatures you will find inside his facility...

Chances for survival have been projected to be extremely low – but remember, the fate of the free world depends on the Doomsday Squad!

THE MOTHER OF ALL BATTLES!

No one has made it out of this bio-nuclear facility alive – so no one knows exactly what you will find inside!

You can trust that if you get this far, Akhboob will throw everything he has at you in order to stop you in your tracks. He's crazy, after all – you'd expect nothing less.

Everything you have encountered up to this point – the demons, Orcus, everything – is likely to be forgotten once you enter those gates. And whether you walk out of there a hero, or whether the Doomsday Squad is really going to live up to their name, will be determined by how quickly you put down this manual and get into some real Total Carnage action.

Move out, soldier!

STRATEGIC ASSISTANCE

- At the beginning of each level, you will find a map provided by intelligence agents – it will show your location, provide mission details, and may have some helpful information.
- Rack up points by collecting flags and gemstones and by liberating hostages.
- Collect dog tags for extra lives.
- Look for temporal warps which can be used to travel to other areas in the battlefield.
- Shields are one of your most useful pickups – they will protect you from attacks, allow you to plow through enemy lines or pass through electric fences, etc. Grab them before they disappear.
- After you place a time bomb, you will be invulnerable for a moment (similar in effect to a low-duration shield). Take advantage of this if you get into a really tight situation.
- Your chances for successful combat will be improved if two commanders work cooperatively.

SPECIAL NOTE: Due to the technology involved in the development of this Super Nintendo Game Pak, the user may witness momentary character dropout during the course of normal game play. This does not indicate a defect with this Super Nintendo Game Pak, or the Super Nintendo Entertainment System.

LIMITED WARRANTY

90 DAY LIMITED WARRANTY:

MALIBU GAMES warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 591-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the MALIBU GAMES service technical is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

MALIBU GAMES Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90 day warranty period, you may contact the MALIBU GAMES Consumer Service Department at the phone number noted. If the MALIBU GAMES service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to MALIBU GAMES. MALIBU GAMES will, at its option subject to the conditions above, repair the PAK or replace it with anew or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MALIBU GAMES BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

MALIBU GAMES, 5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302. (818) 591-1310.